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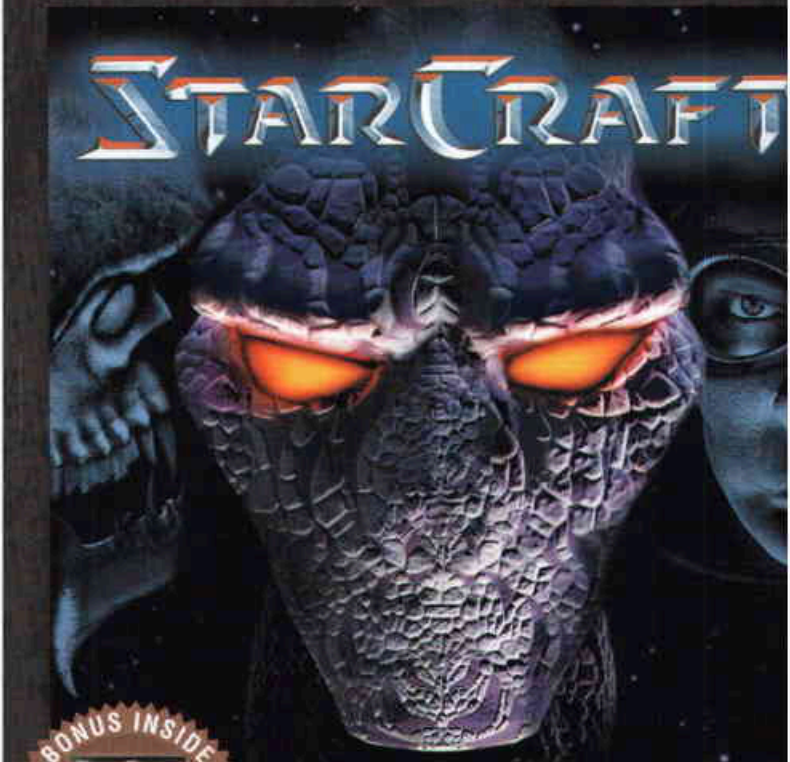
StarCraft



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BLIZZARD ENTERTAINMENT

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-GETTING STARTED-

-SYSTEM REQUIREMENTS (PC)-

Computer: Starcraft: Brood War™ requires an IBM PC or 100% compatible computer, with a Pentium® 90MHz or better processor. Your computer must have at least 16 megabytes of RAM.

Operating System: You must be utilizing Windows® 95/98 or Windows® NT 4.0 to play Starcraft: Brood War on your system.

Controls: A keyboard and a 100% Microsoft®-compatible mouse are required.

Drives: A hard drive with 80 MB of disk space available and a double speed CD-ROM drive are necessary for installation and play. A quad-speed CD-ROM drive is necessary to view cinematic sequences.

Video: Starcraft: Brood War requires a Local-bus SVGA video card that supports DirectDraw®. You must have DirectX® 2.0 or better installed on your system to play the game (DirectX 5.0 is included on the Starcraft CD.)

Sound: Starcraft: Brood War will work with any DirectX 2.0 or better compatible sound card. To play the music during the game, your sound card must be configured for playing digital audio.

-INSTALLATION OF STARCRAFT: BROOD WAR (PC)-

Note: Be sure that Starcraft is already installed correctly on your computer's hard drive. Installing Starcraft: Brood War will update your existing game files.

Place the Starcraft: Brood War CD into your CD-ROM drive. If your computer is AutoPlay capable, a Starcraft: Brood War menu will automatically appear on the screen. Select "Install Brood War" from the list of choices to start the installation program. Follow the on-screen instructions to install Starcraft: Brood War on your system.

If your system is not AutoPlay capable, open the "My Computer" icon on your Desktop, then select the drive letter that represents your CD-ROM drive. Double-click on the "Install" icon and continue as above.

-EXPANSION CHANGES-

-CHANGES IN SINGLE PLAYER-

If you select Single Player mode, you will now be prompted to choose either the original Terran, Zerg and Protoss campaigns from Starcraft or the new Protoss, Terran and Zerg Brood War campaigns found in Starcraft: Brood War.

-CHANGES IN MULTIPLAYER-

If you select Multiplayer mode, you will now be prompted to choose either Starcraft or Brood War as the game you wish to play. Choosing Starcraft will allow you to play with all of the units and tilesets offered in the original retail version of the game. The additional units and tilesets incorporated into the Brood War expansion will only be available for use if you choose Brood War. This means that once players choose to play Brood War games, they can only play against other players who are also playing Brood War games. They cannot play against opponents playing games using the retail version of Starcraft, unless they go back to the selection menu and select to play Starcraft retail games. Additionally, you will only be able to join games corresponding with your selection over Battle.net™.

-PROGRAM CHANGES-

The new custom maps included with Starcraft: Brood War will be located in a new directory within your Starcraft "Maps" directory for easier reference. Custom maps utilizing the new features included in the StarEdit map utility that ships with Starcraft: Brood War will be designated with the .SCX extension. .SCX maps may only be loaded in the updated expansion campaign editor, and may only be played against opponents also using Starcraft: Brood War. For a list of changes and additional features in the StarEdit campaign editor, please reference the StarEdit Help file located under the Help pull-down menu of your StarEdit menu bar.

Installing Starcraft: Brood War will update your original Starcraft program. This update contains fixes to certain features that were not included, or did not work properly, in the original release version of the game (version 1.0). For further information, and a list of these changes, please reference the README.TXT in the directory where you installed Starcraft.

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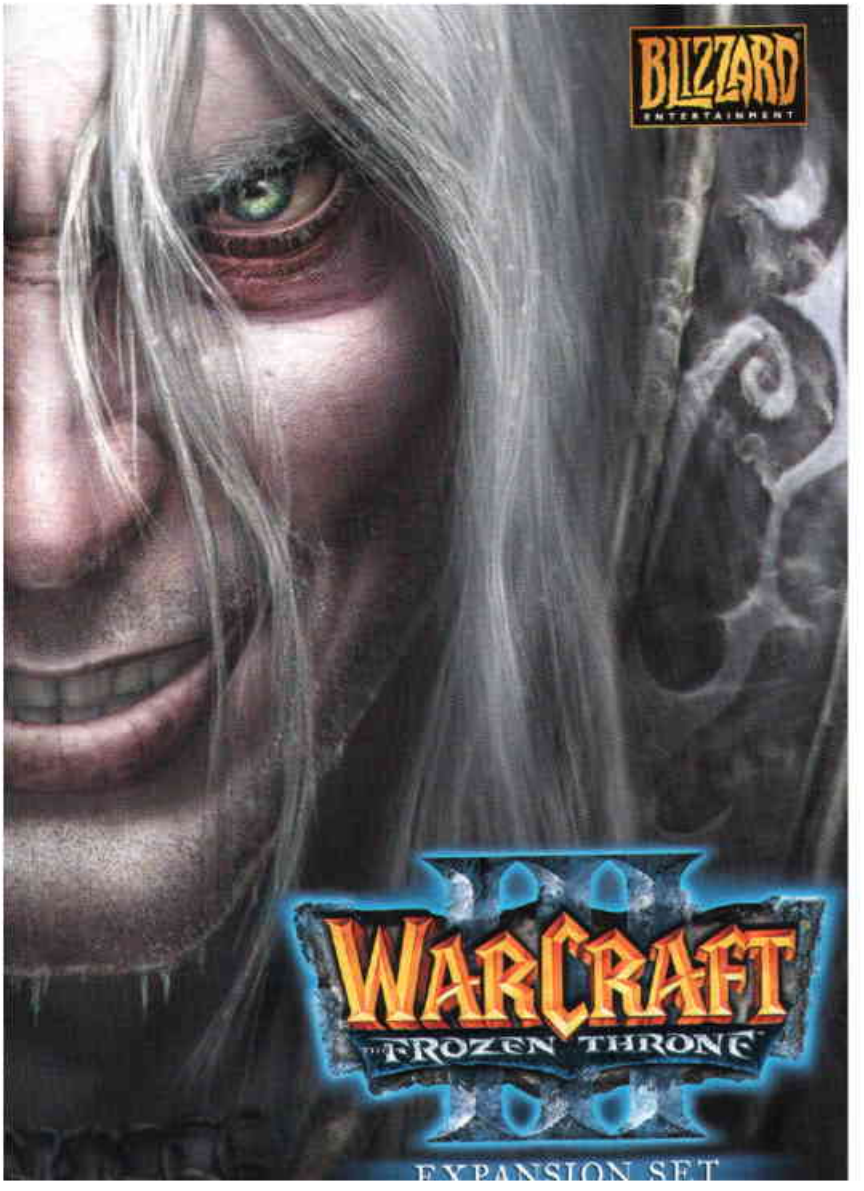
NOTES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